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| **Messaging Systems** | | |
| http://www.eaipatterns.com/img/ChannelIcon.gif | [Message Channel](http://www.eaipatterns.com/MessageChannel.html) | How does one application communicate with another using messaging? |
| http://www.eaipatterns.com/img/MessageIcon.gif | [Message](http://www.eaipatterns.com/Message.html) | How can two applications connected by a message channel exchange a piece of information? |
| http://www.eaipatterns.com/img/ContentBasedRouterIcon.gif | [Message Router](http://www.eaipatterns.com/MessageRouter.html) | How can you decouple individual processing steps so that messages can be passed to different filters depending on a set of conditions? |
| http://www.eaipatterns.com/img/MessageTranslatorIcon.gif | [Message Translator](http://www.eaipatterns.com/MessageTranslator.html) | How can systems using different data formats communicate with each other using messaging? |
| http://www.eaipatterns.com/img/MessageBrokerIcon.gif | [Message Broker](http://www.eaipatterns.com/MessageBroker.html) | How can you decouple the destination of a message from the sender and maintain central control over the flow of messages? |
| http://www.eaipatterns.com/img/MessageStoreIcon.gif | [Message Store](http://www.eaipatterns.com/MessageStore.html) | How can we report against message information without disturbing the loosely coupled and transient nature of a messaging system? |
| http://www.eaipatterns.com/img/MessageEndpointIcon.gif | [Message Endpoint](http://www.eaipatterns.com/MessageEndpoint.html) | How does an application connect to a messaging channel to send and receive messages? |
| **Messaging Channels** | | |
| http://www.eaipatterns.com/img/PointToPointIcon.gif | [Point-to-Point Channel](http://www.eaipatterns.com/PointToPointChannel.html) | How can the caller be sure that exactly one receiver will receive the document or perform the call? |
| http://www.eaipatterns.com/img/PublishSubscribeIcon.gif | [Publish-Subscribe Channel](http://www.eaipatterns.com/PublishSubscribeChannel.html) | How can the sender broadcast an event to all interested receivers? |
| http://www.eaipatterns.com/img/ChannelAdapterIcon.gif | [Channel Adapter](http://www.eaipatterns.com/ChannelAdapter.html) | How can you connect an application to the messaging system so that it can send and receive messages? |
| http://www.eaipatterns.com/img/MessagingBridgeIcon.gif | [Messaging Bridge](http://www.eaipatterns.com/MessagingBridge.html) | How can multiple messaging systems be connected so that messages available on one are also available on the others? |
| **Message Construction** | | |
| http://www.eaipatterns.com/img/RequestReplyIcon.gif | [Request-Reply](http://www.eaipatterns.com/RequestReply.html) | When an application sends a message, how can it get a response from the receiver? |
| http://www.eaipatterns.com/img/CorrelationIdentifierIcon.gif | [Correlation Identifier](http://www.eaipatterns.com/CorrelationIdentifier.html) | How does a requestor that has received a reply know which request this is the reply for? |
| http://www.eaipatterns.com/img/MessageSequenceIcon.gif | [Message Sequence](http://www.eaipatterns.com/MessageSequence.html) | How can messaging transmit an arbitrarily large amount of data? |
| http://www.eaipatterns.com/img/MessageExpirationIcon.gif | [Message Expiration](http://www.eaipatterns.com/MessageExpiration.html) | How can a sender indicate when a message should be considered stale and thus shouldn’t be processed? |
| **Message Routing** | | |
| http://www.eaipatterns.com/img/ContentBasedRouterIcon.gif | [Content-Based Router](http://www.eaipatterns.com/ContentBasedRouter.html) | How do we handle a situation where the implementation of a single logical function (e.g., inventory check) is spread across multiple physical systems? |
| http://www.eaipatterns.com/img/MessageFilterIcon.gif | [Message Filter](http://www.eaipatterns.com/Filter.html) | How can a component avoid receiving uninteresting messages? |
| http://www.eaipatterns.com/img/SplitterIcon.gif | [Splitter](http://www.eaipatterns.com/Sequencer.html) | How can we process a message if it contains multiple elements, each of which may have to be processed in a different way? |
| http://www.eaipatterns.com/img/AggregatorIcon.gif | [Aggregator](http://www.eaipatterns.com/Aggregator.html) | How do we combine the results of individual, but related messages so that they can be processed as a whole? |
| http://www.eaipatterns.com/img/ResequencerIcon.gif | [Resequencer](http://www.eaipatterns.com/Resequencer.html) | How can we get a stream of related but out-of-sequence messages back into the correct order? |
| **Message Transformation** | | |
| http://www.eaipatterns.com/img/DataEnricherIcon.gif | [Content Enricher](http://www.eaipatterns.com/DataEnricher.html) | How do we communicate with another system if the message originator does not have all the required data items available? |
| http://www.eaipatterns.com/img/ContentFilterIcon.gif | [Content Filter](http://www.eaipatterns.com/ContentFilter.html) | How do you simplify dealing with a large message, when you are interested only in a few data items? |
| http://www.eaipatterns.com/img/StoreInLibraryIcon.gif | [Claim Check](http://www.eaipatterns.com/StoreInLibrary.html) | How can we reduce the data volume of message sent across the system without sacrificing information content? |
| **Messaging Endpoints** | | |
| http://www.eaipatterns.com/img/MessagingGatewayIcon.gif | [Messaging Gateway](http://www.eaipatterns.com/MessagingGateway.html) | How do you encapsulate access to the messaging system from the rest of the application? |
| http://www.eaipatterns.com/img/MessageSelectorIcon.gif | [Selective Consumer](http://www.eaipatterns.com/MessageSelector.html) | How can a message consumer select which messages it wishes to receive? |
| http://www.eaipatterns.com/img/DurableSubscriptionIcon.gif | [Durable Subscriber](http://www.eaipatterns.com/DurableSubscription.html) | How can a subscriber avoid missing messages while it’s not listening for them? |
| http://www.eaipatterns.com/img/MessagingAdapterIcon.gif | [Service Activator](http://www.eaipatterns.com/MessagingAdapter.html) | How can an application design a service to be invoked both via various messaging technologies and via non-messaging techniques? |
| **System Management** | | |
| http://www.eaipatterns.com/img/DetourIcon.gif | [Detour](http://www.eaipatterns.com/Detour.html) | How can you route a message through intermediate steps to perform validation, testing or debugging functions? |
| http://www.eaipatterns.com/img/WireTapIcon.gif | [Wire Tap](http://www.eaipatterns.com/WireTap.html) | How do you inspect messages that travel on a point-to-point channel? |